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SSSSSSSSSSSS	MMM	MMM	GGGGGGGGGGGG	RRRRRRRRRRRR	TTTTTTTTTTTTTT	LLL
SSSSSSSSSSSS	MMM	MMM	GGGGGGGGGGGG	RRRRRRRRRRRR	TTTTTTTTTTTTTT	LLL
SSSSSSSSSSSS	MMM	MMM	GGGGGGGGGGGG	RRRRRRRRRRRR	TTTTTTTTTTTTTT	LLL
SSS	MMMMMM	MMMMMM	GGG	RRR	TTT	LLL
SSS	MMMMMM	MMMMMM	GGG	RRR	TTT	LLL
SSS	MMMMMM	MMMMMM	GGG	RRR	TTT	LLL
SSS	MM	MM	GGG	RRR	TTT	LLL
SSS	MM	MM	GGG	RRR	TTT	LLL
SSS	MM	MM	GGG	RRR	TTT	LLL
SSS	MM	MM	GGG	RRR	TTT	LLL
SSS	SSSSSS	MM	MM	GGG	RRRRRRRRRR	TTT
SSS	SSSSSS	MM	MM	GGG	RRRRRRRRRR	TTT
SSS	SSSSSS	MM	MM	GGG	RRRRRRRRRR	TTT
SSS	SSS	MM	MM	GGG	GGGGGGGG	RRR RRR
SSS	SSS	MM	MM	GGG	GGGGGGGG	RRR RRR
SSS	SSS	MM	MM	GGG	GGGGGGGG	RRR RRR
SSS	SSS	MM	MM	GGG	GGGGGGGG	RRR RRR
SSS	SSS	MM	MM	GGG	GGGGGGGG	RRR RRR
SSS	SSSSSSSS	MM	MM	GGGGGGGG	RRR	RRR
SSS	SSSSSSSS	MM	MM	GGGGGGGG	RRR	RRR
SSS	SSSSSSSS	MM	MM	GGGGGGGG	RRR	RRR

FILE ID**SMGDISDHW

M 4

SMG
1-0

```
1 0001 0 MODULE SMG$DISPLAY_DHDW ( %TITLE 'Display double high/double wide chars'
2 0002 0 IDENT = '1-004' ) = ! File: SMGDISDHW.B32 Edit: STAN1004
3 0003 0
4 0004 1 BEGIN
5 0005 1
6 0006 1 ****
7 0007 1 *
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25 0025 1 *
26 0026 1 *
27 0027 1 ****
28 0028 1 *
29 0029 1
30 0030 1 ++
31 0031 1 FACILITY: Screen Management
32 0032 1
33 0033 1 ABSTRACT:
34 0034 1
35 0035 1 This module contains routines to write double high/double wide
36 0036 1 characters to a virtual display.
37 0037 1
38 0038 1 ENVIRONMENT: User mode - AST reentrant
39 0039 1
40 0040 1 AUTHOR: P. Levesque, CREATION DATE: 20-Jul-1983
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. PLL 20-Jul-1983
45 0045 1 1-002 - More tweaks to cursor position. PLL 31-Aug-1983
46 0046 1 1-003 - Check the length of the string before moving it into the
47 0047 1 DCB buffer. PLL 7-Oct-1983
48 0048 1 1-004 - Don't say just one line has changed in DHW. STAN 7-Jul-1984.
49 0049 1 --
50 0050 1
```

```
52      0051 1 %SBTTL 'Declarations'  
53      0052 1  
54      0053 1 : SWITCHES:  
55      0054 1  
56      0055 1  
57      0056 1 REQUIRE 'RTLIN:SMGPROLOG';  
58      0134 1  
59      0135 1 REQUIRE 'RTLIN:STRLNK';      ! JSB linkage for string routines  
60      0320 1  
61      0321 1 : LINKAGES:  
62      0322 1  
63      0323 1 :      NONE  
64      0324 1  
65      0325 1 : TABLE OF CONTENTS:  
66      0326 1  
67      0327 1  
68      0328 1 FORWARD ROUTINE  
69      0329 1 :      SMG$PUT_CHARS_WIDE,          ! Write dbl wide chars  
70      0330 1 :      SMG$PUT_CHARS_HIGHWIDE,    ! Write dbl high dbl wide chars  
71      0331 1 :      SMG$PUT_LINE_WIDE;        ! Write dbl wide w/advance  
72      0332 1  
73      0333 1  
74      0334 1 : INCLUDE FILES:  
75      0335 1  
76      0336 1  
77      0337 1  
78      0338 1  
79      0339 1 : MACROS:  
80      0340 1  
81      0341 1  
82      0342 1 :  
83      0343 1 : The following macro determines whether scrolling up, down, or neither  
84      0344 1 : should occur.  
85      0345 1 :  
86      0346 1  
87      M 0347 1 MACRO $SMG$SET_SCROLLING (SWITCH) =  
88      M 0348 1 BEGIN  
89      M 0349 1 :      SWITCH = 0;  
90      M 0350 1 IF .DCB [DCB_V_FULL] NEQ 0  
91      M 0351 1 THEN  
92      M 0352 1 BEGIN  
93      M 0353 1 :      IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_BOTTOM_OF_SCRREG]  
94      M 0354 1 :      THEN  
95      M 0355 1 :          SWITCH = 1 ! scroll up  
96      M 0356 1 :      ELSE  
97      M 0357 1 :          IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_TOP_OF_SCRREG]  
98      M 0358 1 :          THEN  
99      M 0359 1 :              SWITCH = 2; ! scroll down  
100     M 0360 1 :          END;  
101     M 0361 1 :      END;%:  
102     M 0362 1  
103     M 0363 1  
104     M 0364 1 : EQUATED SYMBOLS:  
105     M 0365 1  
106     M 0366 1 :      NONE  
107     M 0367 1  
108     M 0368 1 : FIELDS:
```

```
109      0369 1 :  
110      0370 1 :      NONE  
111      0371 1 :  
112      0372 1 :      PSECTS:  
113      0373 1 :  
114      0374 1 :  
115      0375 1 :  
116      0376 1 :      OWN STORAGE:  
117      0377 1 :  
118      0378 1 :      NONE  
119      0379 1 :  
120      0380 1 :      EXTERNAL REFERENCES:  
121      0381 1 :  
122      0382 1 :      EXTERNAL ROUTINE  
123      0383 1 :      LIBSANALYZE_SDESC_R2 : LIBSANALYZE_SDESC_JSB_LINK,  
124      0384 1 :      SMG$SCROLL_AREA, : scroll virtual display area  
125      0385 1 :      SMG$CHECK_FOR_OUTPUT_DCB, : check if time to repaint display  
126      0386 1 :      SMG$PUT_TEXT_TO_BUFFER; : put text in DCB buffer  
127      0387 1 :      EXTERNAL LITERAL  
128      0388 1 :      SMGS_INVDIS_ID, : Invalid display id  
129      0389 1 :      SMGS_INVARG, : Invalid argument  
130      0390 1 :      SMGS_INVCOL, : Invalid column number  
131      0391 1 :      SMGS_INVROW, : Invalid row number  
132      0392 1 :      LIBS_INVSTRDES, : Invalid string descriptor  
133      0393 1 :      SMGS_WRONUMARG; : Wrong number of arguments  
134      0394 1 :  
-----
```

```

136      0395 1 XSBTTL 'SMG$PUT_CHARS_WIDE - Write wide characters'
137      0396 1 GLOBAL ROUTINE SMG$PUT_CHARS_WIDE (
138      0397 1                               DISPLAY_ID,
139      0398 1                               TEXT : REF_BLOCK [,BYTE],
140      0399 1                               LINE_NO,
141      0400 1                               COL_NO,
142      0401 1                               RENDITION_SET,
143      0402 1                               RENDITION_COMPLEMENT,
144      0403 1                               CHAR_SET
145      0404 1             ) =
146      0405 1
147      0406 1     ++
148      0407 1     FUNCTIONAL DESCRIPTION:
149      0408 1
150      0409 1     This routine writes double wide characters to a virtual
151      0410 1     display. The line can not contain a mixture of single
152      0411 1     wide and double wide characters; if the line previously
153      0412 1     contained single wide, then the entire line will be re-
154      0413 1     written, otherwise only the specified text is written.
155      0414 1
156      0415 1     The internal cursor position is left at the character
157      0416 1     position following the text written.
158      0417 1
159      0418 1     CALLING SEQUENCE:
160      0419 1
161      0420 1     ret_status.wlc.v = SMG$PUT_CHARS_WIDE (DISPLAY_ID.rl.r,
162      0421 1                               TEXT.rt.dx,
163      0422 1                               [,LINE_NO.rl.r, COL_NO.rl.r]
164      0423 1                               [,RENDITION_SET.rl.r]
165      0424 1                               [,RENDITION_COMPLEMENT.rl.r]
166      0425 1                               [,CHAR_SET.rl.r]
167      0426 1
168      0427 1     FORMAL PARAMETERS:
169      0428 1
170      0429 1     DISPLAY_ID.rl.r      Display id of virtual display
171      0430 1
172      0431 1     TEXT.rt.dx       Address of descriptor of output string
173      0432 1
174      0433 1     LINE_NO.rl.r      Optional. Address of line number at which
175      0434 1     to start output. If omitted (=0), the
176      0435 1     current line number is used.
177      0436 1
178      0437 1     COL_NO.rl.r       Optional. Address of column number at which
179      0438 1     to start output. If omitted (=0), the
180      0439 1     current column number is used.
181      0440 1
182      0441 1     RENDITION_SET.rl.r  Optional. Each 1 bit in this parameter
183      0442 1     causes the corresponding attribute to be
184      0443 1     set in the display. (See below for list
185      0444 1     of settable attributes.)
186      0445 1
187      0446 1     RENDITION_COMPLEMENT.rl.r  Optional. Each 1 bit attribute in this
188      0447 1     parameter causes the corresponding attribute
189      0448 1     to be complemented in the display. (See
190      0449 1     below for list of complementable attributes.)
191      0450 1
192      0451 1     If the same bit is specified in both the RENDITION_SET parameter

```

193 0452 1 and in the RENDITION_COMPLEMENT parameter, the application is
 194 0453 1 RENDITION_SET followed by RENDITION complement. Using these two
 195 0454 1 parameters together the caller can exercise arbitrary and
 196 0455 1 independent control over each attribute on a single call. On an
 197 0456 1 attribute by attribute basis he can cause the following
 198 0457 1 transformations:
 199 0458 1
 200 0459 1 | SET COMPLEMENT Action
 201 0460 1 | --- -----
 202 0461 1 | 0 0----- Attribute unchanged.
 203 0462 1 | 1 0 Attribute set to "on".
 204 0463 1 | 0 1 Attribute set to complement of
 205 0464 1 | current setting.
 206 0465 1 | 1 1 Attribute set to "off".
 207 0466 1
 208 0467 1
 209 0468 1 Attributes which can be manipulated in this manner are:
 210 0469 1
 211 0470 1 SMG\$M_BLINK displays characters blinking.
 212 0471 1 SMG\$M_BOLD displays characters in higher-than-normal
 213 0472 1 intensity.
 214 0473 1 SMG\$M_REVERSE displays characters in reverse video -- that is,
 215 0474 1 using the opposite default rendition of the
 216 0475 1 virtual display.
 217 0476 1 SMG\$M_UNDERLINE displays characters underlined.
 218 0477 1
 219 0478 1
 220 0479 1 CHAR_SET.r1.r Optional. Character set to use. Choices are:
 221 0480 1 SMG\$C_UNITED_KINGDOM
 222 0481 1 SMG\$C_ASCII (default)
 223 0482 1 SMG\$C_SPEC_GRAPHICS
 224 0483 1 SMG\$C_ALT_CHAR
 225 0484 1 SMG\$C_ALT_GRAPHICS
 226 0485 1
 227 0486 1 IMPLICIT INPUTS:
 228 0487 1
 229 0488 1 | NONE
 230 0489 1
 231 0490 1 IMPLICIT OUTPUTS:
 232 0491 1
 233 0492 1
 234 0493 1
 235 0494 1
 236 0495 1 COMPLETION STATUS:
 237 0496 1 | SSS_NORMAL Normal successful completion
 238 0497 1 | SMG\$INVCOL Invalid column number
 239 0498 1 | SMG\$INVROW Invalid row number
 240 0499 1 | LIB\$INVSTRDES Invalid string descriptor
 241 0500 1 | SMG\$WRONUMARG Wrong number of arguments
 242 0501 1
 243 0502 1 SIDE EFFECTS:
 244 0503 1
 245 0504 1 | NONE
 246 0505 1
 247 0506 1
 248 0507 1
 249 0508 2 BEGIN

```
; 250      0509 2      BUILTIN
; 251      0510 2      NULLPARAMETER;
; 252      0511 2
; 253      0512 2      LOCAL
; 254      0513 2      DCB • REF BLOCK [,BYTE],      ! address of virtual display
; 255      0514 2      control block
; 256      0515 2      ROW,           ! working row
; 257      0516 2      COL,           ! working column
; 258      0517 2      REND_CODE,      ! rendition code to use
; 259      0518 2      STR_LEN : INITIAL (0), ! length of text string
; 260      0519 2      STR_ADDR,      ! address of text string,
; 261      0520 2      STATUS;
; 262      0521 2
; 263      0522 2      LITERAL
; 264      0523 2      K_LINE_ARG = 3,
; 265      0524 2      K_COL_ARG = 4,
; 266      0525 2      K_SET_ARG = 5,
; 267      0526 2      K_COMP_ARG = 6,
; 268      0527 2      K_CHAR_ARG = 7;
; 269      0528 2
; 270      0529 2      $SMG$GET_DCB (.DISPLAY_ID, DCB);      ! get addr of virtual display
; 271      0530 2      ! control block
; 272      0531 2
; 273      0532 2      $SMG$VALIDATE_ARGCOUNT (2, 7);
; 274      0533 2
; 275      0534 2      !+
; 276      0535 2      ! Get the length and address of the text string.
; 277      0536 2      !-
; 278      0537 2
; 279      0538 3      IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.TEXT;
; 280      0539 3      ! STR_LEN,
; 281      0540 3      ! STR_ADDR))
; 282      0541 2      THEN
; 283      0542 2      RETURN (.STATUS);
; 284      0543 2
; 285      0544 2      !+
; 286      0545 2      ! Check for optional arguments. Set local variables to caller's
; 287      0546 2      ! values, when available, and defaults when arguments omitted.
; 288      0547 2      !-
; 289      0548 2
; 290      0549 2      IF NOT NULLPARAMETER (K_LINE_ARG) AND
; 291      0550 2      NOT NULLPARAMETER (K_COL_ARG)
; 292      0551 2      THEN
; 293      0552 3      BEGIN
; 294      0553 3      ! ROW = ..LINE_NO;
; 295      0554 3      ! COL = ..COL_NO;
; 296      0555 3      $SMG$VALIDATE_ROW_COL (.ROW, .COL);
; 297      0556 3      ! verify row & col within display
; 298      0557 3      END
; 299      0558 2      ELSE
; 300      0559 3      BEGIN
; 301      0560 3      ! ROW = .DCB [DCB_W_CURSOR_ROW];
; 302      0561 3      ! COL = .DCB [DCB_W_CURSOR_COL];
; 303      0562 2      END;
; 304      0563 2
; 305      0564 2      $SMG$SET_RENDER_CODE (K_SET_ARG, K_COMP_ARG);
; 306      0565 2      ! macro to use caller's args if present
```

```
; 307      0566 2
; 308      0567 2  IF NOT NULLPARAMETER (K_CHAR_ARG)
; 309      0568 2  THEN
; 310      0569 3  BEGIN
; 311      0570 3  CASE ..CHAR_SET FROM SMGSC_UNITED_KINGDOM TO SMGSC_ALT_GRAPHICS OF
; 312      0571 3  SET
; 313      0572 3
; 314      0573 3  [SMGSC_UNITED_KINGDOM, SMGSC_ASCII, SMGSC_SPEC_GRAPHICS,
; 315      0574 3  SMGSC_ALT_CHAR, SMGSC_ALT_GRAPHICS]:
; 316      0575 3  :
; 317      0576 3
; 318      0577 3  [INRANGE, OUTRANGE]:
; 319      0578 3  RETURN (SMG$INVARG);
; 320      0579 3
; 321      0580 3  TES:
; 322      0581 2  END;
; 323      0582 2
; 324      0583 2  !+
; 325      0584 2  ! Double wide characters occupy two positions instead of one on the
; 326      0585 2  ! screen. However, for mapping purposes we store the text only half
; 327      0586 2  ! way over in the text buffer.
; 328      0587 2  !-
; 329      0588 2
; 330      0589 2  COL = (.COL + 1)/2;           ! col in half for dbl wide
; 331      0590 2
; 332      0591 2  !+
; 333      0592 2  ! Set the double wide characteristic in the DCB.
; 334      0593 2  !-
; 335      0594 2
; 336      0595 3  BEGIN
; 337      0596 3  BIND
; 338      0597 3  DCB_LCV = .DCB [DCB_A_LINE_CHAR];
; 339      0598 3
; 340      0599 3  MAP DCB_LCV : VECTOR [.BYTE];
; 341      0600 3
; 342      0601 3  IF .DCB_LCV [.ROW] NEQ LINE_K_WIDE  ! previously single wide
; 343      0602 3  THEN           ! or double high
; 344      0603 4  BEGIN
; 345      0604 4  LOCAL
; 346      0605 4  START_INDEX:
; 347      0606 4  START_INDEX = $SMG$LINEAR (.ROW, 1);
; 348      0607 4  $SMG$BLANK_FILL_DCBL (.DCB [DCB_W_NO_COLS], .START_INDEX);
; 349      0608 4  DCB_LCV [.ROW] = LINE_K_WIDE;  ! set this row to dbl wide
; 350      0609 3  END;
; 351      0610 3
; 352      0611 3  DCB_LCV [0] = 1;           ! mark that there are wide or
; 353      0612 3  ! dbl high/wide chars in display
; 354      0613 2  END;
; 355      0614 2
; 356      0615 2  !+
; 357      0616 2  ! All local variables are set up. Call routine to put text into
; 358      0617 2  ! the display buffer.
; 359      0618 2  !-
; 360      0619 2
; 361      0620 3  BEGIN
; 362      0621 3  LOCAL
; 363      0622 3  PRINT_LEN;
```

```

364      0623 3   $SMG$FIND_PRINT_LENGTH (STR_LEN, STR_ADDR, PRINT_LEN);
365      0624 3   ! don't count non-printable chars
366      0625 3
367      0626 3   + SMG$PUT_TEXT_TO_BUFFER doesn't realize that wide characters
368      0627 3   occupy 2 spaces so it won't recognize overflow. Make sure
369      0628 3   we don't try to put more chars in buffer than will fit on
370      0629 3   this line.
371      0630 3
372      0631 4   IF .PRINT_LEN GTR ((.DCB [DCB_W_NO_COLS] - 1)/2)
373      0632 3   THEN
374      0633 3   PRINT_LEN = (.DCB [DCB_W_NO_COLS] - 1)/2;
375      0634 3
376      0635 3   DCB [DCB_W_CURSOR_ROW] = .ROW;
377      0636 3   DCB [DCB_W_CURSOR_COL] = .COL;
378      0637 3   ! set position for put_text
379      0638 4   IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER (.DCB,
380      0639 4   .REND_CODE,
381      0640 4   .PRINT_LEN,
382      0641 4   .STR_ADDR,
383      0642 4   IF NOT NULLPARAMETER (K_CHAR_ARG)
384      0643 4   THEN ..CHAR_SET
385      0644 4   ELSE SMG$C_ASCII))
386      0645 3   THEN
387      0646 3   RETURN (.STATUS);
388
389      0647 3
390      0648 3   !+
391      0649 3   |+ Correct the cursor position. We stored our text half way over in the
392      0650 3   |+ buffer, but the screen cursor position should be calculated based on
393      0651 3   |+ the actual starting column specified by the caller. Also take into
394      0652 3   |+ account that characters occupy 2 positions.
395
396      0653 3
397      0654 3   DCB [DCB_W_CURSOR_COL] = (2 * .COL) + (2 * .PRINT_LEN) - 1;
398      0655 2   END;
399
400      0656 2
401      0657 2   !+
402      0658 2   |+ See if this change should be reflected on the screen.
403
404      0659 2
405      0660 2   |-
406      0661 2
407      0662 3   RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
408      0663 3   SMG$C_PUT_CHARS,
409      0664 2   .ROW));
410
411      0665 2
412      0666 1   END;
413
414      0667 1   ! End of routine SMG$PUT_CHARS_WIDE

```

```

.TITLE SMG$DISPLAY_DHD Display double high/double wid
e chars
.IDENT \1-004\

.EXTRN LIBSANALYZE_SDESC_R2
.EXTRN SMG$SCROLL_AREA
.EXTRN SMG$CHECK_FOR_OUTPUT_DCB
.EXTRN SMG$PUT_TEXT_TO_BUFFER
.EXTRN SMG$INVDIS_ID, SMG$INVARG
.EXTRN SMG$INVCOL, SMG$INVROW
.EXTRN LIBS_INVSTRDES, SMG$WRONUMARG

```

```

        .EXTRN SMGS_FATERRLIB, CHAR_TABLE
        .PSECT _SMGSCODE,NOWRT, SHR, PIC,2
        .ENTRY SMGSPUT_CHARS_WIDE, Save R2,R3,R4,R5,R6,R7,-: 0396
        R8,R9,R10,R11

        5E      0C  C2 00002      SUBL2 #12, SP
        7E  D4 00005      CLRL  STR LEN
        04  BC  D0 00007      MOVL  @DISPLAY_ID, R0
        38  A0  D1 0000B      CMPL  56(R0), @DISPLAY_ID
        06  12  00010      BNEQ  1S
        11  44  A0  91 00012      CMPB  68(R0), #17
        08  13  00016      BEQL  2S
        50  00000000G  8F  D0 00018  1$:  MOVL  #SMGS_INVDIS_ID, R0
        04  0001F      RET
        58  04  BC  D0 00020  2$:  MOVL  @DISPLAY_ID, DCB
        6C  02  83  00024      SUBB3 #2, (AP), DIFF
        05  50  91  00028      CMPB  DIFF, #5
        08  1B  0002B      BLEQU 3S
        50  00000000G  8F  D0 00020      MOVL  #SMGS_WRONUMARG, R0
        04  00034      RET
        50  08  AC  D0 00035  3$:  MOVL  TEXT, R0
        00  16  00039      JSB   LIBSÁNALYZE_SDESC_R2
        08  AE  50  D0 0003F      MOVL  R0, STATUS
        6E  51  D0 00043      MOVL  R1, (SP)
        0C  AE  52  D0 00046      MOVL  R2, 12(SP)
        03  08  AE  E8 0004A      BLBS  STATUS, 4S
        018A  31  0004E      BRW   24S
        03  6C  91  00051  4$:  CMPB  (AP), #3
        2C  1F  00054      BLSSU  8S
        0C  5A  D5  00056      TSTL  12(AP)
        5A  13  00059      BEQL  8S
        04  6C  91  0005B      CMPB  (AP), #4
        35  1F  0005E      BLSSU  8S
        10  AC  D5  00060      TSTL  16(AP)
        30  13  00063      BEQL  8S
        57  0C  BC  D0 00065      MOVL  @LINE_NO, ROW
        56  10  BC  D0 00069      MOVL  @COL_NO, COL
        57  D5  0006D      TSTL  ROW
        08  15  0006F      BLEQ  5S
        57  0C  BC  D0 00071      CMPZV #0, #16, 2(DCB), ROW
        02  A8  00  ED 00071      BGEQ 6S
        08  18  00077      MOVL  #SMGS_INVROW, R0
        50  00000000G  8F  D0 00079  5$:  RET
        04  00080      TSTL  COL
        56  05  D5  00081  6$:  BLEQ 7S
        08  15  00083      CMPZV #0, #16, 6(DCB), COL
        56  06  A8  00  ED 00085      BGEQ 9S
        10  18  00088      MOVL  #SMGS_INVCOL, R0
        50  00000000G  8F  D0 0008D  7$:  RET
        04  00094      MOVZWL 40(DCB), ROW
        57  28  A8  3C 00095  8$:  MOVZWL 42(DCB), COL
        56  2A  A8  3C 00099      MOVZBL 46(DCB), REND_CODE
        04  AE  2E  A8  9A 0009D  9$:  CMPB  (AP), #5
        05  6C  91  000A2      BLSSU  10S
        0A  1F  000A5      TSTL  20(AP)
        14  AC  D5  000A7      BEQL  10S
        05  13  000AA

```


002C	0032	00176	19\$-17\$,- 18\$-17\$,- 20\$-17\$,- 20\$-17\$,- 20\$-17\$,- 20\$-17\$,- 19\$-17\$,-	
50 00000000G	8F	D0 0017A	MOVL #SMG\$_FATERRLIB, R0	
50	2A	A8 3C 00181	RET	
		50 D7 00182	18\$: MOVZWL 42(DCB), R0	
50		50	DECL R0	
54	09	A440 7E 00188	DIVL2 #8, R0	
		6E D6 00190	MOVAQ 9(PRINT_LEN)[R0], PRINT_LEN	
		5B D6 00192	INCL STR_LEN	
		55 D7 00194	INCL IN_POINTER	
		A3 11 00196	DECL BYTES_RMAINING	
50	06	A8 3C 00198	BRB 16\$	
		50 D7 0019C	MOVZWL 6(DCB), R0	0631
50		50	DECL R0	
50		02 C6 0019E	DIVL2 #2, R0	
50		54 D1 001A1	CMPL PRINT_LEN, R0	
		03 15 001A4	BLEQ 21\$	
54		50 D0 001A6	MOVL R0, PRINT_LEN	
28	A8	57 B0 001A9	MOJVW ROW, 40(DCB)	0633
2A	A8	56 B0 001AD	MOVW COL, 42(DCB)	0635
	07	0C 91 001B1	CMPB (AP), #7	0636
		0A 1F 001B4	BLSSU 22\$	0642
		1C AC D5 001B6	TSTL 28(AP)	
		05 13 001B9	BEQL 22\$	
		1C BC DD 001BB	PUSHL @CHAR_SET	0643
		02 11 001BE	BRB 23\$	
		01 DD 001C0	PUSHL #1	0642
		10 AE DD 001C2	PUSHL STR_ADDR	0641
		10 54 DD 001C5	PUSHL PRINT_LEN	0640
		10 AE DD 001C7	PUSHL REND_CODE	0639
		58 DD 001CA	PUSHL DCB	0638
00000000G	00	05 FB 001CC	CALLS #5, SMG\$PUT_TEXT_TO_BUFFER	
08	AE	50 D0 001D3	MOVL R0, STATUS	
05	08	AE E8 001D7	BLBS STATUS, 25\$	
50	08	AE D0 001DB	MOVL STATUS, R0	
		04 001DF	RET	0646
		02 C4 001E0	MULL2 #2, R4	
54	50	FF A446 3E 001E3	MOVAW -1(R4)[COL], R0	0655
2A	A8	50 B0 001E8	MOVW R0, 42(DCB)	0664
		57 DD 001EC	PUSHL ROW	0662
		11 DD 001EE	PUSHL #17	
		58 DD 001FO	PUSHL DCB	
00000000G	00	03 FB 001F2	CALLS #3, SMG\$CHECK_FOR_OUTPUT_DCW	
		04 001F9	RET	0666

; Routine Size: 506 bytes, Routine Base: _SMG\$CODE + 0000

```

409 0667 1 %SBTTL 'SMG$PUT_CHARS_HIGHWIDE - Write double high double wide characters'
410 0668 1 GLOBAL ROUTINE SMG$PUT_CHARS_HIGHWIDE (
411 0669 1
412 0670 1 DISPLAY_ID,
413 0671 1 TEXT : REF_BLOCK [,BYTE],
414 0672 1 LINE_NO,
415 0673 1 COL_NO,
416 0674 1 RENDITION_SET,
417 0675 1 RENDITION_COMPLEMENT,
418 0676 1 CHAR_SET
419 0677 1
420 0678 1 '++
421 0679 1 FUNCTIONAL DESCRIPTION:
422 0680 1
423 0681 1 This routine writes double high/double wide characters to a
424 0682 1 virtual display. The line can not contain a mixture of single
425 0683 1 high/wide and double high/wide characters; if the line previously
426 0684 1 contained single high/wide, then the entire line will be re-
427 0685 1 written, otherwise only the specified text is written.
428 0686 1
429 0687 1 The internal cursor position is left at the character
430 0688 1 position following the text written.
431 0689 1
432 0690 1 CALLING SEQUENCE:
433 0691 1
434 0692 1     ret_status.wlc.v = SMG$PUT_CHARS_HIGHWIDE (DISPLAY_ID.rl.r,
435 0693 1                         TEXT.rt.dx,
436 0694 1                         [,LINE_NO.rl.r, COL_NO.rl.r]
437 0695 1                         [,RENDITION_SET.rl.r]
438 0696 1                         [,RENDITION_COMPLEMENT.rl.r]
439 0697 1                         [,CHAR_SET.rl.r]
440 0698 1
441 0699 1 FORMAL PARAMETERS:
442 0700 1
443 0701 1     DISPLAY_ID.rl.r      Display id of virtual display
444 0702 1     TEXT.rt.dx        Address of descriptor of output string
445 0703 1
446 0704 1     LINE_NO.rl.r      Optional. Address of line number at which
447 0705 1                         to start output. This line will contain the
448 0706 1                         upper half of the double high text. If omitted
449 0707 1                         (=0), the current line number is used.
450 0708 1
451 0709 1     COL_NO.rl.r      Optional. Address of column number at which
452 0710 1                         to start output. If omitted (=0), the
453 0711 1                         current column number is used.
454 0712 1
455 0713 1     RENDITION_SET.rl.r  Optional. Each 1 bit in this parameter
456 0714 1                         causes the corresponding attribute to be
457 0715 1                         set in the display. (See below for list
458 0716 1                         of settable attributes.)
459 0717 1
460 0718 1
461 0719 1     RENDITION_COMPLEMENT.rl.r  Optional. Each 1 bit attribute in this
462 0720 1                         parameter causes the corresponding attribute
463 0721 1                         to be complemented in the display. (See
464 0722 1                         below for list of complementable attributes.)
465 0723 1

```

466 0724 1
467 0725 1
468 0726 1
469 0727 1
470 0728 1
471 0729 1
472 0730 1
473 0731 1
474 0732 1
475 0733 1
476 0734 1
477 0735 1
478 0736 1
479 0737 1
480 0738 1
481 0739 1
482 0740 1
483 0741 1
484 0742 1
485 0743 1
486 0744 1
487 0745 1
488 0746 1
489 0747 1
490 0748 1
491 0749 1
492 0750 1
493 0751 1
494 0752 1
495 0753 1
496 0754 1
497 0755 1
498 0756 1
499 0757 1
500 0758 1
501 0759 1
502 0760 1
503 0761 1
504 0762 1
505 0763 1
506 0764 1
507 0765 1
508 0766 1
509 0767 1
510 0768 1
511 0769 1
512 0770 1
513 0771 1
514 0772 1
515 0773 1
516 0774 1
517 0775 1
518 0776 1
519 0777 1
520 0778 1
521 0779 1
522 0780 1

If the same bit is specified in both the RENDITION_SET parameter and in the RENDITION_COMPLEMENT parameter, the application is RENDITION_SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---	---	
0	0	Attribute unchanged..
1	0	Attribute set to "on".
0	1	Attribute set to complement of current setting.
1	1	Attribute set to "off".

Attributes which can be manipulated in this manner are:

SMGSM_BLINK displays characters blinking.
SMGSM_BOLD displays characters in higher-than-normal intensity.
SMGSM_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.
SMGSM_UNDERLINE displays characters underlined.

CHAR_SET.rl.r Optional. Character set to use. Choices are:
SMGSC_UNITED_KINGDOM
SMGSC_ASCII (default)
SMGSC_SPEC_GRAPHICS
SMGSC_ALT_CHAR
SMGSC_ALT_GRAPHICS

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

NONE

COMPLETION STATUS:

SS\$ NORMAL	Normal successful completion
SMGS_INVCOL	Invalid column number
SMGS_INVROW	Invalid row number
LIB\$-INVSTRDES	Invalid string descriptor
SMGS_WRONUMARG	Wrong number of arguments

SIDE EFFECTS:

NONE

--

```
523 0781 1
524 0782 2 BEGIN
525 0783 2 BUILTIN
526 0784 2 NULLPARAMETER;
527 0785 2
528 0786 2 LOCAL
529 0787 2 DCB : REF BLOCK [,BYTE],
530 0788 2 ROW,                                working row
531 0789 2 COL,                                working column
532 0790 2 REND_CODE.                         rendition code to use
533 0791 2 STRLEN : INITIAL (0).              length of text string
534 0792 2 STR_ADDR.                          address of text string,
535 0793 2 LOWER_HALF.                        flag to output lower half
536 0794 2                                     of dbl high
537 0795 2 STATUS;
538 0796 2
539 0797 2 LITERAL
540 0798 2 K_LINE_ARG = 3;
541 0799 2 K_COL_ARG = 4;
542 0800 2 K_SET_ARG = 5;
543 0801 2 K_COMP_ARG = 6;
544 0802 2 K_CHAR_ARG = 7;
545 0803 2
546 0804 2 $SMG$GET_DCB (.DISPLAY_ID, DCB);  | get addr of virtual display
547 0805 2                                     | control block
548 0806 2
549 0807 2 $SMG$VALIDATE_ARGCOUNT (2, 7);
550 0808 2
551 0809 2 !+
552 0810 2 !- Get the length and address of the text string.
553 0811 2 !-
554 0812 2
555 0813 3 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.TEXT;
556 0814 3                                     STRLEN,
557 0815 3                                     STR_ADDR))
558 0816 2 THEN
559 0817 2     RETURN (.STATUS);
560 0818 2
561 0819 2 !+
562 0820 2 !- Check for optional arguments. Set local variables to caller's
563 0821 2 values, when available, and defaults when arguments omitted.
564 0822 2 !-
565 0823 2
566 0824 2 IF NOT NULLPARAMETER (K_LINE_ARG) AND
567 0825 2     NOT NULLPARAMETER (K_COL_ARG)
568 0826 2 THEN
569 0827 3 BEGIN
570 0828 3     ROW = ..LINE NO;
571 0829 3     COL = ..COL NO;
572 0830 3     $SMG$VALIDATE_ROW_COL (.ROW, .COL);
573 0831 3                                     ! verify row & col within display
574 0832 3 END
575 0833 2 ELSE
576 0834 3 BEGIN
577 0835 3     ROW = .DCB [DCB_W_CURSOR_ROW];
578 0836 3     COL = .DCB [DCB_W_CURSOR_COL];
579 0837 2 END;
```

```

: 580      0838 2
: 581      0839 2     $SMG$SET_RENDER_CODE (K_SET_ARG, K_COMP_ARG);
: 582      0840 2           ! macro to use caller's args if present
: 583      0841 2
: 584      0842 2     IF NOT NULLPARAMETER (K_CHAR_ARG)
: 585      0843 2     THEN
: 586      0844 3     BEGIN
: 587      0845 3         CASE ..CHAR_SET FROM SMG$C_UNITED_KINGDOM TO SMG$C_ALT_GRAPHICS OF
: 588      0846 3         SET
: 589      0847 3
: 590      0848 3         [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
: 591      0849 3         SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS];
: 592      0850 3         ;
: 593      0851 3
: 594      0852 3     [INRANGE, OUTRANGE]:
: 595      0853 3     RETURN (SMG$INVARG);
: 596      0854 3
: 597      0855 3     TES:
: 598      0856 2     END;
: 599      0857 2
: 600      0858 2     !+
: 601      0859 2     ! Double wide characters occupy two positions instead of one on the
: 602      0860 2     ! screen. However, for mapping purposes we store the text only half
: 603      0861 2     ! way over in the text buffer.
: 604      0862 2     !-
: 605      0863 2
: 606      0864 2     COL = (.COL + 1)/2;           ! col in half for dbl wide
: 607      0865 2
: 608      0866 2     !+
: 609      0867 2     ! Set the double wide/double high characteristic in the DCB.
: 610      0868 2     !-
: 611      0869 2
: 612      0870 3     BEGIN
: 613      0871 3     BIND
: 614      0872 3     DCB_LCV = .DCB [DCB_A_LINE_CHAR];
: 615      0873 3
: 616      0874 3     MAP DCB_LCV : VECTOR [.BYTE];
: 617      0875 3
: 618      0876 3     IF .DCB_LCV [.ROW] NEQ LINE_K_UPPER_HIGH      ! previously single wide
: 619      0877 3     THEN                                ! or just wide
: 620      0878 4     BEGIN
: 621      0879 4     LOCAL
: 622      0880 4     START_INDEX;
: 623      0881 4     START_INDEX = $SMG$LINEAR (.ROW, 1);
: 624      0882 4     $SMG$BLANK_FILL_DCW (.DCB [DCB_W_NO_COLS], .START_INDEX);
: 625      0883 4     DCB_LCV [.ROW] = LINE_K_UPPER_HIGH;      ! set this row to dbl high
: 626      0884 3     END;                                ! (note that this implies
: 627      0885 3                                     ! dbl wide also)
: 628      0886 3     IF .ROW + 1 LEQ .DCB [DCB_W_NO_ROWS]
: 629      0887 3     THEN
: 630      0888 4     BEGIN
: 631      0889 4     LOWER_HALF = 1;                      ! we can fit other half
: 632      0890 4     IF .DCB_LCV [.ROW] NEQ LINE_K_LOWER_HIGH ! previously single wide
: 633      0891 4     THEN                                ! or just wide
: 634      0892 5     BEGIN
: 635      0893 5     LOCAL
: 636      0894 5     START_INDEX;

```

```

637      0895 5      START INDEX = $SMG$LINEAR (.ROW, 1);
638      0896 5      $SMG$BLANK_FILL_DCW (.DCB [DCB_W_NO_COLS], .START_INDEX);
639      0897 5      DCB_LCV [.ROW + 1] = LINE_K_LOWER_HIGH;
640      0898 4      END;
641      0899 3      END;                                ! we can fit other half
642      0900 3
643      0901 3      DCB_LCV [0] = 1;                  ! mark that there are wide or
644      0902 3      ! dbl high/wide chars in display
645      0903 2      END;
646      0904 2
647      0905 2      +
648      0906 2      | All local variables are set up. Call routine to put text into
649      0907 2      | the display buffer.
650      0908 2      -
651      0909 2
652      0910 3      BEGIN
653      0911 3      LOCAL
654      0912 3      PRINT_LEN;
655      0913 3      $SMG$FIND_PRINT_LENGTH (STR_LEN, .STR_ADDR, PRINT_LEN);
656      0914 3      ! don't count non-printable chars
657      0915 3      +
658      0916 3      | SMG$PUT_TEXT_TO_BUFFER doesn't realize that wide characters
659      0917 3      | occupy 2 spaces so it won't recognize overflow. Make sure
660      0918 3      | we don't try to put more chars in buffer than will fit on
661      0919 3      | this line.
662      0920 3      -
663      0921 4      IF .PRINT_LEN GTR ((.DCB [DCB_W_NO_COLS] - 1)/2)
664      0922 3      THEN
665      0923 3      PRINT_LEN = (.DCB [DCB_W_NO_COLS] - 1)/2;
666      0924 3
667      0925 3      DCB [DCB_W_CURSOR_ROW] = .ROW;
668      0926 3      DCB [DCB_W_CURSOR_COL] = .COL;
669      0927 3      ! set position for put_text
670      0928 4      IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER (.DCB,
671      0929 4          .REND_CODE,
672      0930 4          .PRINT_LEN,
673      0931 4          .STR_ADDR,
674      0932 4          IF NOT NULLPARAMETER (K_CHAR_ARG)
675      0933 4          THEN .CHAR_SET
676      0934 4          ELSE SMGSC_ASCII))
677      0935 3      THEN
678      0936 3      RETURN (.STATUS);
679      0937 3
680      0938 3      IF .LOWER_HALF
681      0939 3      THEN
682      0940 4      BEGIN                                ! write lower half of dbl high
683      0941 4
684      0942 4      DCB [DCB_W_CURSOR_ROW] = .ROW + 1;
685      0943 4      DCB [DCB_W_CURSOR_COL] = .COL;
686      0944 4      ! set position for put_text
687      0945 5      IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER (.DCB,
688      0946 5          .REND_CODE,
689      0947 5          .PRINT_LEN,
690      0948 5          .STR_ADDR,
691      0949 5          IF NOT NULLPARAMETER (K_CHAR_ARG)
692      0950 5          THEN .CHAR_SET
693      0951 5          ELSE SMGSC_ASCII))

```

```

: 694      0952 4      THEN
: 695      0953 4      RETURN (.STATUS);
: 696      0954 4
: 697      0955 4      +
: 698      0956 4      | Correct the cursor position. We stored our text half way over in the
: 699      0957 4      | buffer, but the screen cursor position should be calculated based on
: 700      0958 4      | the actual starting column specified by the caller. Also take into
: 701      0959 4      | account that characters occupy 2 positions.
: 702      0960 4      -
: 703      0961 4
: 704      0962 4      DCB [DCB_W_CURSOR_COL] = (2 * .COL) + (2 * .PRINT_LEN) - 1;
: 705      0963 4
: 706      0964 4      IF .LOWER_HALF           | we used 2 rows if we could
: 707      0965 4      THEN                   | write the lower half of dbl high
: 708      0966 4      DCB [DCB_W_CURSOR_ROW] = .ROW + 1
: 709      0967 4      ELSE
: 710      0968 4      DCB [DCB_W_CURSOR_ROW] = .ROW;
: 711      0969 3      END;
: 712      0970 3
: 713      0971 2      END;
: 714      0972 2
: 715      0973 2      +
: 716      0974 2      | See if this change should be reflected on the screen.
: 717      0975 2      -
: 718      0976 2
: 719      0977 3      RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
: 720      0978 3      SMG$C_PUT_CHARS,
: 721      0979 2      0));
: 722      0980 2
: 723      0981 1      END;                      ! End of routine SMG$PUT_CHARS_HIGHWIDE

```

			OFFC 00000	.ENTRY	SMG\$PUT_CHARS_HIGHWIDE, Save R2,R3,R4,R5,-	0668
		SE	14 C2 00002	SUBL2	#20, SP	
		04 50 BC 04 38	7E D4 00005 D0 00007	CLRL	STR LEN	0782
04			A0 D1 00008 06 12 00010	MOVL	DISPLAY_ID, R0	0804
		11 44	A0 91 00012 08 13 00016	CMPB	56(R0), DISPLAY_ID	
			50 00000000G 8F	BNEQ	1\$	
			D0 00018 1\$:	BEQL	68(R0), #17	
			04 0001F	MOVL	2\$	
			RET		#SMG\$INVDIS_ID, R0	
50		58 04	BC D0 00020 2\$:	MOVL	DISPLAY_ID, DCB	0807
		6C 05	02 83 00024 50 91 00028	SUBB3	#2, (AP), DIFF	
			08 18 0002B	CMPB	DIFF, #5	
			50 00000000G 8F	BLEQU	3\$	
			D0 0002D 04 00034	MOVL	#SMG\$WRONUMARG, R0	
			RET			
		50 08	AC D0 00035 3\$:	MOVL	EXT, R0	0813
08		00000000G 00	00 16 00039	JSB	LIB\$ANALYZE_SDESC_R2	
		AE 6E	50 D0 0003F 51 D0 00043	MOVL	R0, STATUS	
		14 AE	52 D0 00046	MOVL	R1, (SP)	
				MOVL	R2, 20(SP)	

SMG\$DISPLAY_DHD				Display double high/double wide chars				16-Sep-1984 00:22:24				VAX-11 Bliss-32 v4.0-742				Page 19 (4)	
1-004				SMG\$PUT_CHARS_HIGHWIDE - Write double high doub				14-Sep-1984 13:09:40				[SMGRTL.SRC]SMGDISDHW.B32;1					
06	A8	20	6E	50	10	A8	D0	00100	MOVL	16(DCB), TEXT_BUF						0882	
06	A8	2E	A8	59	14	A8	7D	00104	MOVQ	20(DCB), ATTR_BUF							
				6E	00	2C	00108		MOVCS	#0, (SP), #32, 6(DCB), (START_INDEX)-							
				6B40	00	2C	0010E			[TEXT_BUF]							
				6B49	00	2C	00110		MOVCS	#0, (SP), 46(DCB), 6(DCB), (START_INDEX)-							
				5A	09	D5	00119		TSTL	[ATTR_BUF]							
				09	13	0011B	BEQL		CHAR_BUF	14\$							
06	A8	30	A8	6E	00	2C	0011D		MOVCS	#0, (SP), 48(DCB), 6(DCB), (START_INDEX)-							
				6B4A	00	2C	00124			[CHAR_BUF]							
				04	BE	02	90	00126	14\$:	MOVBL	#2, @4(SP)					0883	
5B	02	A8	5B	5B	01	A7	9E	0012A	15\$:	MOVAB	1(R7), R11					0886	
				10	00	ED	0012E		CMPZV	#0, #16, 2(DCB), R11							
				47	19	00134	BLSS			17\$							
				10	AE	01	D0	00136	MOVL	#1, LOWER_HALF					0889		
				03	04	BE	91	0013A	CMPB	@4(SP), #3					0890		
				50	3D	13	0013E		BEQL	17\$					0895		
				51	FF	A7	9E	00140	MOVAB	-1(R7), R0							
				51	06	A8	3C	00144	MOVZWL	6(DCB), R1							
				50	51	C4	00148		MULL2	R1, R0							
				AE	50	D0	0014B		MOVL	R0, START_INDEX							
				50	10	A8	D0	0014F	MOVL	16(DCB), TEXT_BUF					0896		
06	A8	20	59	14	A8	7D	00153	MOVQ	20(DCB), ATTR_BUF								
			00	00	2C	00157		MOVCS	#0, (SP), #32, 6(DCB), @START_INDEX-								
			04	BE40	00	2C	0015D			[TEXT_BUF]							
06	A8	2E	A8	6E	04	BE49	00	2C	00160	MOVCS	#0, (SP), 46(DCB), 6(DCB), @START_INDEX-						
				04	BE49	00	167		TSTL	[ATTR_BUF]							
				5A	D5	0016A	CHAR_BUF		16\$								
06	A8	30	A8	6E	00	2C	0016C		BEQL								
				04	BE4A	00	2C	0016E	MOVCS	#0, (SP), 48(DCB), 6(DCB), @START_INDEX-							
				4C	B848	03	90	00178	16\$:	MOVBL	#3, @76(DCB)[R11]					0897	
				4C	B8	01	90	0017D	17\$:	MOVBL	#1, @76(DCB)					0901	
				5A	01	8E	00181		MNEG8	#1, ALLONES					0913		
				54	55	D4	00184		CLRL	PRINT_LEN							
				59	14	AE	D0	00186	MOVL	STR_LEN, BYTES_REMAINING							
				54	6E	D4	00189		MOVL	STR_ADDR, IN_POINTER							
				59	6E	D4	0018D		CLRL	STR_LEN							
				54	54	D5	0018F	18\$:	TSTL	BYTES_REMAINING							
				59	13	00191	BEQL		22\$								
5A	00000000G	00	69	54	54	2A	00193		SCANC	BYTES_REMAINING, (IN_POINTER), CHAR_TABLE, -							
			52	54	50	C3	0019C		SUBL3	NEW_BYTES_REMAINING, BYTES_REMAINING, R2							
				59	52	C0	001A0		ADDL2	R2, IN_POINTER							
				55	52	C0	001A3		ADDL2	R2, PRINT_LEN							
				6E	52	C0	001A6		ADDL2	R2, STR_LEN							
				54	50	D0	001A9		MOVL	NEW_BYTES_REMAINING, BYTES_REMAINING							
				3E	13	001AC	BEQL		22\$								
				50	61	9A	001AE		MOVZBL	(ADDR_DIFF), R0							
001C	09	01	00000000G0040	002C	002C	001B1		19\$:	CASEB	CHAR_TABLE[R0], #1, #9							
0032	002C	0032	002C	0032	001C2	001BA			.WORD	21\$-T9\$, -							
				002C	0032	001C2				21\$-19\$, -							
				002C	0032	001CA				21\$-19\$, -							
										20\$-19\$, -							
										22\$-19\$, -							
										22\$-19\$, -							
										22\$-19\$, -							
										22\$-19\$, -							

SM
1 -

SMG\$DISPLAY_DHD Display double high/double wide chars
1-004 SMG\$PUT_CHARS_HIGHIDE - Write double high doub 16-Sep-1984 00:22:24
H 6 14-Sep-1984 13:09:40 VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGDISDHW.B32;1

Page 21
(4)

SM
1-(4)

28	06	10	AE	E9	00276	BLBC	LOWER HALF	30\$: 0964
	A8		5B	80	0027A	MOVW	R11, 40(DCB)		: 0966
			04	11	0027E	BRB	31\$		
28	A8	57	80	00280	30\$:	MOVW	ROW, 40(DCB)	: 0968	
	7E	11	7D	00284	31\$:	MOVQ	#17, -(SP)	: 0977	
		58	DD	00287		PUSHL	DCB		
00000000G	00	03	FB	00289		CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB		
		04	00290			RET		: 0981	

: Routine Size: 657 bytes, Routine Base: _SMG\$CODE + 01FA

:
;

```

725 0982 1 %SBTTL 'SMG$PUT_LINE_WIDE - Put Wide Text to Display in Line Mode'
726 0983 1 GLOBAL ROUTINE SMG$PUT_LINE_WIDE (
727 0984 1
728 0985 1           DISPLAY_ID,
729 0986 1           TEXT      : REF BLOCK [,BYTE],
730 0987 1           LINE_ADV,
731 0988 1           RENDITION_SET,
732 0989 1           RENDITION_COMPLEMENT,
733 0990 1           WRAP_FLAG,
734 0991 1           CHAR_SET
735 0992 1       ) =
736 0993 1
737 0994 1     ++
738 0995 1     FUNCTIONAL DESCRIPTION:
739 0996 1
740 0997 1     This routine is used to write lines with wide characters to the
741 0998 1     virtual display optionally followed by cursor movement sequences.
742 0999 1     SMG$PUT_LINE_WIDE writes from the current cursor position to the
743 1000 1     end of the line. If the caller's text does not span to the end of
744 1001 1     the line, blank fill is added.
745 1002 1
746 1003 1     Treatment of text which exceeds the rightmost bounds of the
747 1004 1     display depends on WRAP_FLAG. If WRAP_FLAG is set, lines are
748 1005 1     scrolled LINE_ADV times to make room for the overflow characters
749 1006 1     in the 'next' line. If wrap is off, overflow characters are lost.
750 1007 1
751 1008 1
752 1009 1
753 1010 1
754 1011 1
755 1012 1
756 1013 1
757 1014 1
758 1015 1
759 1016 1
760 1017 1
761 1018 1
762 1019 1
763 1020 1
764 1021 1
765 1022 1
766 1023 1
767 1024 1
768 1025 1
769 1026 1
770 1027 1
771 1028 1
772 1029 1
773 1030 1
774 1031 1
775 1032 1
776 1033 1
777 1034 1
778 1035 1
779 1036 1
780 1037 1
781 1038 1
    Following a call to SMG$PUT_LINE_WIDE, the internal display cursor
    position is set to column 1 of the next line where output should
    occur. The next line where output should occur is determined by
    LINE_ADV; LINE_ADV defaults to 1 so that subsequent calls to
    SMG$PUT_LINE_WIDE will not cause overprinting.

    CALLING SEQUENCE:
    ret_status.wlc.v = SMG$PUT_LINE_WIDE (DISPLAY_ID.rl.r,
                                           TEXT.rt.dx
                                           [,LINE_ADV.rl.r]
                                           [,RENDITION_SET.rl.r]
                                           [,RENDITION_COMPLEMENT.rl.r]
                                           [,WRAP_FLAG.rl.r]
                                           [,CHAR_SET.rl.r])

    FORMAL PARAMETERS:
    DISPLAY_ID.rl.r Display id of virtual display
    TEXT.rt.dx      Address of descriptor of output string.
    LINE_ADV.rl.r   Optional. Address of signed number of lines
                    to advance after output.
    RENDITION_SET.rl.r  Each 1 bit attribute in this parameter
                        causes the corresponding attribute to
                        be set in the display. (See below for
                        list of settable attributes.)
    RENDITION_COMPLEMENT.rl.r
                        Each 1 bit attribute in this parameter

```

782 1039 1 |
 783 1040 1 |
 784 1041 1 |
 785 1042 1 |
 786 1043 1 |
 787 1044 1 |
 788 1045 1 |
 789 1046 1 |
 790 1047 1 |
 791 1048 1 |
 792 1049 1 |
 793 1050 1 |
 794 1051 1 |
 795 1052 1 |
 796 1053 1 |
 797 1054 1 |
 798 1055 1 |
 799 1056 1 |
 800 1057 1 |
 801 1058 1 |
 802 1059 1 |
 803 1060 1 |
 804 1061 1 |
 805 1062 1 |
 806 1063 1 |
 807 1064 1 |
 808 1065 1 |
 809 1066 1 |
 810 1067 1 |
 811 1068 1 |
 812 1069 1 |
 813 1070 1 |
 814 1071 1 |
 815 1072 1 |
 816 1073 1 |
 817 1074 1 |
 818 1075 1 |
 819 1076 1 |
 820 1077 1 |
 821 1078 1 |
 822 1079 1 |
 823 1080 1 |
 824 1081 1 |
 825 1082 1 |
 826 1083 1 |
 827 1084 1 |
 828 1085 1 |
 829 1086 1 |
 830 1087 1 |
 831 1088 1 |
 832 1089 1 |
 833 1090 1 |
 834 1091 1 |
 835 1092 1 |
 836 1093 1 |
 837 1094 1 |
 838 1095 1 |

causes the corresponding attribute to be complemented in the display. (See below for list of complementable attributes.)

If the same bit is specified in both the RENDITION_SET parameter and in the RENDITION_COMPLEMENT parameter, the application is RENDITION_SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---	0-----	Attribute unchanged.
0	0	Attribute set to "on"
0	1	Attribute set to complement of current setting.
1	1	Attribute set to "off".

Attributes which can be manipulated in this manner are:

SMG\$M_BLINK displays characters blinking.
 SMG\$M_BOLD displays characters in higher-than-normal intensity.
 SMG\$M_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.
 SMG\$M_UNDERLINE displays characters underlined.

WRAP_FLAG.rl.r = 0 means no wrap
 = 1 means wrap
 If omitted, no wrap is the default.

CHAR_SET.rl.r Optional. Character set to use.
 Choices are:
 SMG\$C_UNITED KINGDOM
 SMG\$C_ASCII (default)
 SMG\$C_SPEC GRAPHICS
 SMG\$C_ALT_CHAR
 SMG\$C_ALT_GRAPHICS

IMPLICIT INPUTS:
 NONE

IMPLICIT OUTPUTS:
 NONE

COMPLETION STATUS:
 SSS_NORMAL Normal successful completion
 SMG\$WRONUMARG Wrong number (of combination of) arguments
 LIB\$INVSTRDES Invalid string descriptor

```

839      1096 1 : SIDE EFFECTS:
840      1097 1 :   NONE
841      1098 1 :
842      1099 1 :
843      1100 1 :-- BEGIN
844      1101 1 :
845      1102 2 : BUILTIN
846      1103 2 :   NULLPARAMETER;
847      1104 2 :
848      1105 2 : LOCAL
849      1106 2 :   HALF_NO_COLS,
850      1107 2 :   DONE,
851      1108 2 :   DCB : REF BLOCK [,BYTE],      ! Address of virtual display
852      1109 2 :   STR_LEN : INITIAL (0),      ! control block.
853      1110 2 :   STR_ADDR,      ! Length of text string
854      1111 2 :   REND_CODE,      ! Address of text string
855      1112 2 :   WRAPPED_CHARS : INITIAL (0),      ! Rendition code to use
856      1113 2 :   SCROLL_FLAG : INITIAL (0),      ! Number of chars that don't fit on
857      1114 2 :   STATUS;      ! the current line
858      1115 2 :   SCROLL_FLAG : INITIAL (0),      ! Flag to scroll up, down, or neither
859      1116 2 :   STATUS;      ! Status of subroutine calls
860      1117 2 :
861      1118 2 :
862      1119 2 :
863      1120 2 : LITERAL
864      1121 2 :   K_ADV_ARG = 3,
865      1122 2 :   K_SET_ARG = 4,
866      1123 2 :   K_COMP_ARG = 5,
867      1124 2 :   K_WRAP_ARG = 6,
868      1125 2 :   K_CHAR_ARG = 7;
869      1126 2 :
870      M 1127 2 : MACRO $SCROLL_UP (COUNT) =
871      M 1128 2 :   SMG$$_SCROLL_AREA (.DCB,
872      M 1129 2 :     .DCB [DCB_W-TOP_OF_SCRREG],
873      M 1130 2 :     .DCB [DCB_W-COL_START],
874      M 1131 2 :     (.DCB [DCB_W-BOTTOM_OF_SCRREG] -
875      M 1132 2 :       .DCB [DCB_W-TOP_OF_SCRREG] + 1),
876      M 1133 2 :     .DCB [DCB_W-NO_COLS],
877      M 1134 2 :     SMG$M_UP, (COUNT) %;
878      1135 2 :
879      1136 2 :
880      1137 2 : $SMG$GET_DCB (.DISPLAY_ID, DCB);      ! Get address of virtual display
881      1138 2 :   ! control block.
882      1139 2 :
883      1140 2 : $SMG$VALIDATE_ARGCOUNT (2,7);
884      1141 2 :
885      1142 2 : IF NOT NULLPARAMETER (K_ADV_ARG) AND
886      1143 2 :   ..LINE_ADV LSS 0
887      1144 2 : THEN
888      1145 2 :   RETURN (SMG$_INVARG);      ! positive advancing only
889      1146 2 :
890      1147 2 :+
891      1148 2 :   Select rendition code to use, based on whether one was provided by
892      1149 2 :   caller.
893      1150 2 :-
894      1151 2 :
895      1152 2 : $SMG$SET_RENDER_CODE (K_SET_ARG, K_COMP_ARG);

```

```
; 896      1153 2
; 897      1154 2  +
; 898      1155 2  | Get the length and address of the text string.
; 899      1156 2  |
; 900      1157 3  | IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT:
; 901      1158 3  |                      STR_LEN,
; 902      1159 3  |                      STR_ADDR))
; 903      1160 2  |
; 904      1161 2  | THEN
; 905      1162 2  |     RETURN (.STATUS);
; 906      1163 2  |
; 907      1164 2  | Compute the number of columns in a line.  We can fit only half
; 908      1165 2  | as many wide characters since they occupy 2 positions.
; 909      1166 2  |
; 910      1167 2  |
; 911      1168 2  | HALF_NO_COLS = (.DCB [DCB_W_NO_COLS] - 1)/2;
; 912      1169 2  |
; 913      1170 2  |
; 914      1171 2  | If the previous line written was the last line in the display, we
; 915      1172 2  | did not scroll at the end of the operation. (This would've always
; 916      1173 2  | left the last line blank - effectively the display would have one
; 917      1174 2  | less useable line.) If we're at the bottom, scroll up one before writing.
; 918      1175 2  |
; 919      1176 2  |
; 920      1177 2  |
; 921      1178 2  | $SMG$SET_SCROLLING (SCROLL_FLAG);
; 922      1179 2  |
; 923      1180 2  | IF .SCROLL_FLAG EQL 1
; 924      1181 2  | THEN
; 925      1182 3  |     BEGIN
; 926      1183 3  |         ! we're at the last line in the display
; 927      1184 3  |         and display is full
; 928      1185 3  |         IF NOT NULLPARAMETER (K_ADV_ARG) AND
; 929      1186 3  |             ..LINE_ADV GTR 0
; 930      1187 3  |         THEN
; 931      1188 3  |             $SCROLL_UP (..LINE_ADV)
; 932      1189 3  |         ELSE
; 933      1190 3  |             IF NULLPARAMETER (K_ADV_ARG)
; 934      1191 3  |                 THEN
; 935      1192 3  |                     $SCROLL_UP (1) ! default advancing
; 936      1193 2  |     END;
; 937      1194 2  |
; 938      1195 2  |     ! Blank out the line before writing new text.
; 939      1196 2  |
; 940      1197 2  |
; 941      1198 3  | BEGIN
; 942      1199 3  | LOCAL
; 943      1200 3  |     START_INDEX;
; 944      1201 3  |
; 945      1202 3  |     START_INDEX = $SMG$LINEAR (.DCB [DCB_W_CURSOR_ROW], .DCB [DCB_W_CURSOR_COL]);
; 946      1203 3  |     $SMG$BLANK_FILL_DCB ((.DCB [DCB_W_NO_COLS] - .DCB [DCB_W_CURSOR_COL] + 1),
; 947      1204 3  |                           .START_INDEX);
; 948      1205 3  |
; 949      1206 2  | END;
; 950      1207 2  |
; 951      1208 2  |
; 952      1209 2  |     ! Reset the line characteristics in case the line was previously
```

```
953      1210 2 : double high or single.
954      1211 2 :-
955      1212 2
956      1213 3 BEGIN
957      1214 3 BIND
958      1215 3     LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
959      1216 3     MAP
960      1217 3         LINE_CHAR : VECTOR [,BYTE];
961      1218 3         LINE_CHAR [.DCB [DCB_W_CURSOR_ROW]] = LINE_K_WIDE;
962      1219 3         LINE_CHAR [0] = 1;                      ! mark that there are dbl chars
963      1220 3                                         ! in display
964      1221 2 END;
965      1222 2
966      1223 2 :+
967      1224 2 : Move the text string into our virtual display buffer.
968      1225 2 :-
969      1226 2
970      1227 3 IF NOT ( STATUS = SMG$PUT_TEXT_TO_BUFFER ( .DCB,
971      1228 3             .REND_CODE,
972      1229 3             .STR_EN,
973      1230 3             .STR_ADDR,
974      1231 3             IF NOT NULLPARAMETER (K_CHAR_ARG)
975      1232 3             THEN ..CHAR SET
976      1233 3             ELSE SMGSC ASCII,
977      1234 3             WRAPPED_CHARS))
978      1235 2 THEN
979      1236 2     RETURN (.STATUS);
980      1237 2
981      1238 2
982      1239 2 :+
983      1240 2 : If all went well so far, we need to enter the <CR>,<LF> to form the
984      1241 2 : end of line.
985      1242 2 :-
986      1243 2
987      1244 2     DCB [DCB_W_CURSOR_COL] = 1;           ! Effect of <CR>
988      1245 2
989      1246 2 :+
990      1247 2 : Default to advancing one line if LINE_ADV is omitted.
991      1248 2 :-
992      1249 2
993      1250 2 IF NULLPARAMETER (K_ADV_ARG)
994      1251 2 THEN
995      1252 3 BEGIN
996      1253 3     ! line adv omitted
997      1254 3     IF .DCB [DCB_W_CURSOR_ROW] + 1 LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
998      1255 3     THEN
999      1256 3         ! Just advance cursor row to next line
1000     1257 3         DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1
1001     1258 4
1002     1259 4     BEGIN
1003     1260 4         $SMG$SET SCROLLING (SCROLL_FLAG);
1004     1261 4         IF .SCROLL_FLAG EQ 1
1005     1262 4         THEN
1006     1263 4             IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1007     1264 4             THEN
1008     1265 4                 $SCROLL_UP (1); ! scroll if within scrolling region
1009     1266 4             IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1010     1267 4             THEN
```

```

1010 1267 4 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
1011 1268 4 DCB [DCB_V_FOLC] = 1; remember that we used last-line
1012 1269 3 END;
1013 1270 3
1014 1271 3 END ! line_adv omitted
1015 1272 3
1016 1273 3 !+ Take care of the requested line advancing.
1017 1274 3 !-
1018 1275 3
1019 1276 3
1020 1277 2 ELSE
1021 1278 3 BEGIN ! line_adv specified
1022 1279 3 IF ..LINE_ADV GTR 0
1023 1280 3 THEN
1024 1281 4 BEGIN ! upspacing requested
1025 1282 4 IF .DCB [DCB_W_CURSOR_ROW] + ..LINE_ADV LEQ
1026 1283 4 .DCB [DCB_W_BOTTOM_OF_SCRREG]
1027 1284 4 THEN
1028 1285 4 ! just advance cursor row number
1029 1286 4 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW]
1030 1287 4 + ..LINE_ADV
1031 1288 4 ELSE
1032 1289 5 BEGIN ! scrolling up
1033 1290 5 SSMG$SET_SCROLLING (SCROLL_FLAG);
1034 1291 5 IF .SCROLL_FLAG EQL 1
1035 1292 5 THEN
1036 1293 5 IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1037 1294 5 THEN
1038 1295 5 $SCROLL_UP (..LINE_ADV); ! scroll if w/in scroll region
1039 1296 5 IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1040 1297 5 THEN
1041 1298 5 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
1042 1299 5 DCB [DCB_V_FOLC] = 1; remember that we used last-line
1043 1300 5 END ! scrolling up
1044 1301 3 END; ! upspace action
1045 1302 3
1046 1303 2 END; ! line_adv specified
1047 1304 2
1048 1305 2 !+ If wrapping was requested and some characters overflowed the line,
1049 1306 2 call ourself again with the remainder of the characters.
1050 1307 2 !-
1051 1308 2
1052 1309 2
1053 1310 2 IF .WRAPPED_CHARS NEQ 0 AND
1054 1311 3 ((NOT NU$PARAMETER (K_ADV_ARG) AND ..LINE_ADV GTR 0) OR
1055 1312 3 NULLPARAMETER (K_ADV_ARG))
1056 1313 2 THEN
1057 1314 3 BEGIN ! overflow chars
1058 1315 4 IF (NOT NULLPARAMETER (K_WRAP_ARG) AND
1059 1316 4 ..WRAP_FLAG NEQ 0)
1060 1317 3 THEN
1061 1318 4 BEGIN ! wrap set - recurse w/overflow
1062 1319 4 LOCAL
1063 1320 4 STR_DESC : BLOCK [8, BYTE],
1064 1321 4 C_SET;
1065 1322 4
1066 1323 4 STR_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;

```

```

1067      1324 4      STR_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
1068      1325 4      STR_DESC [DSC$W_LENGTH] = .STR_LEN -.HALF_NO_COLS;
1069      1326 4      STR_DESC [DSC$A_POINTER] = .STR_ADDR + .HAF_NO_COLS;
1070      1327 4
1071      1328 4      C_SET = SMG$C_ASCII;
1072      1329 4      IF NOT NULLPARAMETER( K_CHAR_ARG )
1073      1330 4      THEN
1074      1331 4          C_SET = ..CHAR_SET;
1075      1332 4
1076      1333 4      SMG$PUT_LINE_WIDE (.DISPLAY_ID,
1077      1334 4          STR_DESC,
1078      1335 4          .LINE_ADV,
1079      1336 4          .RENDITION_SET,
1080      1337 4          .RENDITION_COMPLEMENT,
1081      1338 4          .WRAP_FLAG,
1082      1339 4          C_SET);
1083      1340 4      DONE = 0;
1084      1341 4      RETURN 1;          ! to keep Bliss happy
1085      1342 4      END          ! wrap set - recurse w/overflow
1086      1343 3      ELSE
1087      1344 4          BEGIN          ! wrap not set - truncation
1088      1345 4          !
1089      1346 4          ! Wrap was not requested but there were overflow characters.
1090      1347 4          ! Put out diamond in last position to show truncation.
1091      1348 4
1092      1349 4      IF .DCB [DCB_V_TRUNC_ICON]
1093      1350 4      THEN
1094      1351 5          BEGIN
1095      1352 5          IF NOT .DCB [DCB_V_FULL]
1096      1353 5          THEN
1097      1354 5              DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] - 1;
1098      1355 5              DCB [DCB_W_CURSOR_COL] = .HALF_NO_COLS;
1099      1356 5
1100      1357 5          SMG$PUT_TEXT_TO_BUFFER (.DCB,
1101      1358 5              REND_CODE + ATTR_M_USER_GRAPHIC,
1102      1359 5              i, UPCTT (BYTE (DIAMOND)),
1103      1360 5              SMG$C_ASCII);
1104      1361 5
1105      1362 5      IF NOT .DCB [DCB_V_FULL]
1106      1363 5      THEN
1107      1364 5          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1;
1108      1365 5          ! restore for next call
1109      1366 5          DCB [DCB_W_CURSOR_COL] = 1;
1110      1367 4          END;
1111      1368 4
1112      1369 4      DONE = 1;
1113      1370 3      END;          ! wrap not set - truncation
1114      1371 3      END
1115      1372 2      ELSE
1116      1373 2          DONE = 1;          ! no wrap chars
1117      1374 2
1118      1375 2      !
1119      1376 2      ! See if this change should be reflected on the screen.
1120      1377 2      Even if we call SMG$PUT_LINE_WIDE again, SMG$CHECK_FOR_OUTPUT_DCB
1121      1378 2      should be called only once.
1122      1379 2
1123      1380 2

```

```

1124 1381 2 IF .DONE
1125 1382 2 THEN
1126 1383 3 BEGIN
1127 1384 3 LOCAL
1128 1385 3 LINE_CHANGED;
1129 1386 3 LINE_CHANGED = .DCB [DCB W CURSOR ROW] -
1130 1387 4 (IF NOT NUCLPARAMETER (K_ADV_ARG) THEN
1131 1388 3 ABS(..LINE_ADV) ELSE 0);
1132 1389 4 RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
1133 1390 4 SMG$PUT_LINE,
1134 1391 3 .LINE_CHANGED));
1135 1392 3 END
1136 1393 2 ELSE
1137 1394 2 RETURN 1;
1138 1395 2
1139 1396 1 END;

```

! End of routine SMG\$PUT_LINE_WIDE

0048B 60 0048C P.AAA: .BLKB .BYTE 96

		OFFC 00000	.ENTRY	SMG\$PUT_LINE_WIDE, Save R2,R3,R4,R5,R6,R7,- R8,R9,R10,R11	0983
	5E	24 C2 00002	SUBL2	#36, SP	1102
		7E D4 00005	SLRL	STR LEN	
		18 AE D4 00007	CLRL	WRAPPED_CHARS	
04	50 BC 38	7E D4 0000A	CLRL	SCROLL_FLAG	1137
		04 BC 0000C	MOVL	@DISPLAY_ID, R0	
		38 A0 D1 00010	CMPL	56(R0), @DISPLAY_ID	
		06 12 00015	BNEQ	1\$	
	11 44	A0 91 00017	CMPB	68(R0), #17	
		08 13 0001B	BEQL	2\$	
		50 00000000G 8F D0 0001D	MOVL	#SMGS_INVDIS_ID, R0	
		1\$: 04 00024	RET		
50	56 04	BC D0 00025	MOVL	@DISPLAY_ID, DCB	1140
	6C 02	83 00029	SUBB3	#2, (AP), DIFF	
	05	50 91 0002D	CMPB	DIFF, #5	
		38 1B 00030	BLEQU	3\$	
		50 00000000G 8F D0 00032	MOVL	#SMGS_WRONUMARG, R0	
		1\$: 04 00039	RET		
	03	6C 91 0003A	CMPB	(AP), #3	1142
		12 1F 0003D	BLSSU	4\$	
	0C	AC D5 0003F	TSTL	12(AP)	
		0D 13 00042	BEQL	4\$	
	0C	BC D5 00044	TSTL	@LINE_ADV	1143
		08 18 00047	BGEQ	4\$	
		50 00000000G 8F D0 00049	MOVL	#SMGS_INVARARG, R0	1145
		1\$: 04 00050	RET		
10	AE 2E	A6 9A 00051	MOVZBL	46(DCB), REND_CODE	1152
	04	6C 91 00056	CMPB	(AP), #4	
		0A 1F 00059	BLSSU	5\$	
		10 AC D5 0005B	TSTL	16(AP)	
		05 13 0005E	BEQL	5\$	
10	AE 10	BC C8 00060	BISL2	@RENDITION_SET, REND_CODE	

05	6C	91	00065	5\$:	CMPB	(AP), #5	
	0A	1F	00068		BLSSU	6\$	
	14	AC	D5	0006A	TSTL	20(AP)	
	05	13	0006D		BEQL	6\$	
10	AE	14	BC	CC 0006F	XORL2	@RENDITION_COMPLEMENT, REND_CODE	
50	08	AC	D0	00074	6\$:	MOVL	TEXT, R0
	00000000G	00	16	00078	JSB	LIBSÁNALYZE_SDESC_R2	1157
0C	AE	50	D0	0007E	MOVL	R0, STATUS	
04	AE	51	D0	00082	MOVL	R1, 4(SP)	
18	AE	52	D0	00086	MOVL	R2, 24(SP)	
03	0C	AE	E8	0008A	BLBS	STATUS, 7\$	
	00FB	31	0008E		BRW	17\$	
50	06	A6	3C	00091	7\$:	MOVZWL	6(DCB), R0
		50	D7	00095		DECL	R0
		02	C7	00097	DIVL3	#2, R0, HALF_NO_COLS	
		6E	D4	0009C	CLRL	SCROLL_FLAG	
08	AE	34	A6	9E 0009E	MOVAB	52(DCB), 8(SP)	
16	08	BE	E9	000A3	BLBC	@8(SP), 9\$	
4A	A6	28	A6	B1 000A7	CMPW	40(DCB), 74(DCB)	
		05	12	000AC	BNEQ	8\$	
6E		01	D0	000AE	MOVL	#1, SCROLL_FLAG	
		0A	11	000B1	BRB	9\$	
48	A6	28	A6	B1 000B3	8\$:	CMPW	40(DCB), 72(DCB)
		03	12	000B8	BNEQ	9\$	
6E		02	D0	000BA	MOVL	#2, SCROLL_FLAG	
01		6E	D1	000BD	9\$:	CMPL	SCROLL_FLAG, #1
		45	12	000C0	BNEQ	13\$	
03		6C	91	000C2	CMPB	(AP), #3	
		0F	1F	000C5	BLSSU	10\$	
		0C	AC	D5 000C7	TSTL	12(AP)	
		0A	13	000CA	BEQL	10\$	
		0C	BC	D5 000CC	TSTL	@LINE_ADV	
		05	15	000CF	BLEQ	10\$	
		0C	BC	DD 000D1	PUSHL	@LINE_ADV	
		0C	11	000D4	BRB	12\$	
03		6C	91	000D6	10\$:	CMPB	(AP), #3
		05	1F	000D9		BLSSU	11\$
		0C	AC	D5 000DB	TSTL	12(AP)	
		27	12	000DE	BNEQ	13\$	
		01	DD	000E0	11\$:	PUSHL	#1
		01	DD	000E2	12\$:	PUSHL	#1
7E		06	A6	3C 000E4	MOVZWL	6(DCB), -(SP)	
50		4A	A6	3C 000E8	MOVZWL	74(DCB), R0	
51		48	A6	3C 000EC	MOVZWL	72(DCB), R1	
50		51	C2	000FO	SUBL2	R1, R0	
7E		01	A0	9F 000F3	PUSHAB	1(R0)	
7E		04	A6	3C 000F6	MOVZWL	4(DCB), -(SP)	
7E		48	A6	3C 000FA	MOVZWL	72(DCB), -(SP)	
		56	DD	000FE	PUSHL	DCB	
00000000G	00	07	FB	00100	CALLS	#7, SMG\$SSCROLL_AREA	
57		28	A6	9E 00107	13\$:	MOVAB	40(DCB), R7
50		67	3C	0010B	MOVZWL	(R7), R0	
		50	D7	0010E	DECL	R0	
51		06	A6	3C 00110	MOVZWL	6(DCB), R1	
50		51	C4	00114	MULL2	R1, R0	
51		2A	A6	3C 00117	MOVZWL	42(DCB), R1	
5B		FF	A140	9E 0011B	MOVAB	-1(R1)[R0], START_INDEX	

50	10	A6	D0	00120	MOVL	16(DCB), TEXT_BUF	1204
59	14	A6	D0	00124	MOVL	20(DCB), ATTR_BUF	
58	18	A6	D0	00128	MOVL	24(DCB), CHAR_BUF	
5A	06	A6	3C	0012C	MOVZWL	6(DCB), R10	
5A	51	C2	00130		SUBL2	R10 R10	
5A	5A	D6	00133		INCL	R10	
5A	20	6E	00	2C 00135	MOVCS	#0, (SP), #32, R10, (START_INDEX)[TEXT_BUF]	
5A	2E	A6	6E	6B40 0013A	MOVCS	#0, (SP), 46(DCB), R10, (START_INDEX)-	
5A	30	A6	6E	6B49 00142	TSTL	[ATTR_BUF]	
				58 D5 00144	CHAR_BUF		
				08 13 00146	BEQL	14\$	
				00 2C 00148	MOVCS	#0, (SP), 48(DCB), R10, (START_INDEX)-	
				6B48 0014E	[CHAR_BUF]		
				50 67 3C 00150	14\$:	MOVZWL	
				50 4C A6 C0 00153		(R7), R0	1218
				60 01 90 00157		ADDL2	
				4C B6 01 90 0015A		76(DCB), R0	
				07 1C AE 9F 0015E		MOVB	#1, (R0)
				6C 91 00161		MOVB	#1, @76(DCB)
				0A 1F 00164		PUSHAB	WRAPPED_CHARS
				1C AC D5 00166		CMPB	(AP), #7
				05 13 00169		BLSSU	15\$
				1C BC DD 0016B		TSTL	28(AP)
				02 11 0016E		BEQL	15\$
				01 DD 00170	15\$:	PUSHL	@CHAR_SET
				20 AE DD 00172	16\$:	BRB	16\$
				10 AE DD 00175		PUSHL	#1
				20 AE DD 00178		PUSHL	STR_ADDR
				56 DD 0017B		PUSHL	STR_LEN
				00000000G 00		PUSHL	REND_CODE
				0C AE 05 50		PUSHL	DCB
				0C 0C AE 00		CALLS	#6, SMG\$PUT_TEXT_TO_BUFFER
				0C 50		MOVL	R0, STATUS
				0C 0C AE 00		BLBS	STATUS, 18\$
				04 00190	17\$:	MOVL	STATUS, R0
				2A A6 03		RET	
				01 B0 00191	18\$:	MOVW	#1, 42(DCB)
				6C 91 00195		CMPB	(AP), #3
				05 1F 00198		BLSSU	19\$
				0C AC D5 0019A		TSTL	12(AP)
				50 65 12 0019D		BNEQ	24\$
				67 3C 0019F	19\$:	MOVZWL	(R7), R0
				50 D6 001A2		INCL	R0
				0C 0C ED 001A4		CMPZV	#0, #16, 74(DCB), R0
				04 19 001AA		BLSS	20\$
				67 B6 001AC		INCW	(R7)
				6B 11 001AE		BRB	25\$
				6E D4 001B0	20\$:	CLRL	SCROLL_FLAG
				08 BE E9 001B2		BLBC	@8(SP), 22\$
				67 B1 001B6		CMPW	(R7), 74(DCB)
				05 12 001BA		BNEQ	21\$
				6E 01 D0 001BC		MOVL	#1, SCROLL_FLAG
				09 11 001BF		BRB	22\$
				48 A6 67 B1 001C1	21\$:	CMPW	(R7), 72(DCB)
				03 12 001C5		BNEQ	22\$
				6E 02 D0 001C7		MOVL	#2, SCROLL_FLAG
				01 6E D1 001CA	22\$:	CMPL	SCROLL_FLAG, #1
				20 12 001CD		BNEQ	23\$

4A	A6	67	B1 001CF	CMPW	(R7), 74(DCB)	1262	
		27	13 001D3	BEQL	23\$	1264	
		01	DD 001D5	PUSHL	#1		
		01	DD 001D7	PUSHL	#1		
7E	06	A6	3C 001D9	MOVZWL	6(DCB), -(SP)		
50	4A	A6	3C 001DD	MOVZWL	74(DCB), R0		
51	48	A6	3C 001E1	MOVZWL	72(DCB), R1		
50		51	C2 001E5	SUBL2	R1, R0		
		01	A0 9F 001E8	PUSHAB	1(R0)		
7E	04	A6	3C 001EB	MOVZWL	4(DCB), -(SP)		
7E	48	A6	3C 001EF	MOVZWL	72(DCB), -(SP)		
		56	DD 001F3	PUSHL	DCB		
00000000G	00		07 FB 001F5	CALLS	#7 SMG\$\$\$SCROLL_AREA		
4A	A6	67	B1 001FC	23\$:	CMPW (R7), 74(DCB)	1265	
		6D	1B 00200	BLEQU	30\$	1268	
		6F	11 00202	BRB	31\$	1279	
	50	0C	BC D0 00204	24\$:	MOVL @LINE_ADV, R0		
		6D	15 00208	BLEQ	32\$		
	51		67 3C 0020A	MOVZWL	(R7), R1	1282	
	51		50 C0 0020D	ADDL2	R0, R1		
51	4A	A6	10	00 ED 00210	CMPZV #0 #16, 74(DCB), R1	1283	
		05	19 00216	BLSS	26\$		
	67		50 A0 00218	ADDW2	R0 (R7)	1287	
		5A	11 0021B	BRB	32\$	1286	
	4A	14	08	6E D4 0021D	25\$:	CLRL SCROLL_FLAG	
		67	B1 00223	BLBC @8(SP) 28\$			
		05	12 00227	CMPW (R7), 74(DCB)			
	6E		01 D0 00229	BNEQ	27\$		
		09	11 0022C	MOVL #1 SCROLL_FLAG			
	48	A6	67 B1 0022E	27\$:	CMPW (R7), 72(DCB)		
		03	12 00232	BNEQ	28\$		
	6E		02 D0 00234	MOVL #2, SCROLL_FLAG			
	01		6E D1 00237	28\$:	CMLP SCROLL_FLAG, #1	1291	
	2D	12 0023A	BNEQ	29\$			
	4A	A6	67 B1 0023C	CMPW (R7), 74(DCB)		1293	
		27	13 00240	BEQL	29\$		
		50	DD 00242	PUSHL	R0	1295	
		01	DD 00244	PUSHL	#1		
7E	06	A6	3C 00246	MOVZWL	6(DCB), -(SP)		
50	4A	A6	3C 0024A	MOVZWL	74(DCB), R0		
51	48	A6	3C 0024E	MOVZWL	72(DCB), R1		
50		51	C2 00252	SUBL2	R1, R0		
		01	A0 9F 00255	PUSHAB	1(R0)		
7E	04	A6	3C 00258	MOVZWL	4(DCB), -(SP)		
7E	48	A6	3C 0025C	MOVZWL	72(DCB), -(SP)		
		56	DD 00260	PUSHL	DCB		
00000000G	00		07 FB 00262	CALLS	#7 SMG\$\$\$SCROLL_AREA		
4A	A6	67	B1 00269	29\$:	CMPW (R7), 74(DCB)	1296	
		04	1A 0026D	BGTRU	31\$		
08	67	4A	A6 B0 0026F	30\$:	MOVW 74(DCB), (R7)	1298	
08	BE	01	88 00273	31\$:	BISB2 #1, @8(SP)	1299	
		1C	AE D5 00277	32\$:	TSTL WRAPPED_CHARS	1310	
		03	12 0027A	BNEQ	34\$		
	03		009F 31 0027C	33\$:	BRW 41\$		
		6C	91 0027F	34\$:	CMPB (AP), #3		
		0A	1F 00282	BLSSU	35\$	1311	

SMG\$DISPLAY_DHD Display double high/double wide chars
1-004 SMG\$PUT_LINE_WIDE - Put Wide Text to Display in H 7
16-Sep-1984 00:22:24 14-Sep-1984 13:09:40 VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGDISDHW.B32:1

Page 34
(5)

SMC
1-(0)

50	51	50 C3 0033E	SUBL3	R0, R1, LINE_CHANGED	:	1391
		50 DD 00342	PUSHL	LINE_CHANGED		1389
		12 DD 00344	PUSHL	#18		
		56 DD 00346	PUSHL	DCB		
00000000G	00	03 FB 00348	CALLS	#3, SMG\$CHECK_FOR_OUTPUT_DCB	:	1394
		04 0034F	RET			
50		01 D0 00350 44\$:	MOVL	#1, R0		
		04 00353	RET			1396

: Routine Size: 852 bytes, Routine Base: _SMG\$CODE + 0480

: 1140 1397 1 !<BLF/PAGE>

SMG\$DISPLAY_DHD Display double high/double wide chars I 7
 1-004 SMG\$PUT_LINE_WIDE - Put Wide Text to Display in 16-Sep-1984 00:22:24 VAX-11 Bliss-32 V4.0-742
 SMGRTL.SRC]SMGDISDHW.B32;1
 : 1142 1398 1 END
 : 1143 1399 1
 : 1144 1400 0 ELUDOM ! End of module SMG\$DISPLAY_DHDW

Page 35
(6)

PSECT SUMMARY

Name	Bytes	Attributes
_SMG\$CODE	2017	NOVEC,NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC,ALIGN(2)

Library Statistics

File	-----	Symbols	-----	Pages	Processing
	Total	Loaded	Percent	Mapped	Time
-\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	16	0	581	00:01.0
-\$255\$DUA28:[SMGRTL.OBJ]RTLLIB.L32;1	36	0	0	8	00:00.1
-\$255\$DUA28:[SMGRTL.OBJ]SMGLIB.L32;1	469	30	6	38	00:00.3

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LIS\$:SMGDISDHW/OBJ=OBJ\$:SMGDISDHW MSRC\$:SMGDISDHW/UPDATE=(ENH\$:SMGDISDHW)

Size: 2015 code + 2 data bytes
 Run Time: 00:45.6
 Elapsed Time: 02:08.8
 Lines/CPU Min: 1841
 Lexemes/CPU-Min: 17479
 Memory Used: 339 pages
 Compilation Complete

0356 AH-BT13A-SE
VAX/VMS V4.0

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